

THANK YOU for purchasing LJN's Beetleilice" for the Nintendo Entertainment System. it is designed to give you endless hours of game playing enjoyment.

WE RECOMMEND that you read the instructions thoroughly before playing the game. If you need further assistance. you can reach an LJN game counselor at (516) $624-9300$ (Monday through Friday, $10 \mathrm{AM}-7 \mathrm{PM}$ Eastem time)
PRECAUTIONS:

1. Do not store this game in places that are very hot or cold. Never hit it, drop it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.


Attention J-Mart Shoppers!! Bothered by the living? Initated by their annoying antics? Well, why not let "The Ghost with the Most" help you out. l'll bio-exorcise them right out of your afterlife. Who needs them hangin' around? This place isn't big enough for both the living and the dead. Just call my name 3 times and l'll be at your service.

We'll trace oll the steps leading up to your. . uh, tragic demise. Illl show how to score off demons. monsters, and all sorts of weirdos.

But don't forget: our real goal is to chase those ridiculous Deetzes out of your charming old home. (I really hate this "charming bit," but work is work.)

Remind me to collect some extra lives along the way. Sometimes I get so caught up in scaring things that forget to replenish my Help Voucher account.

If we play our cards right-and you play this game right-we just might succeed in getting your house back. (Boy, wouldn't that be sweet?) I'll finally get my "admission ticket" to the rea afterlife and I can kiss this millenium good-bye. What I'd really like to kiss good-bye are those slimy sandworms, but there's no way l'm gonna "pucker up" with one of those bables in my face.

Come on. . let's turn on the juice and see what shakes loose!

## BEETLIUCD



## GETTING STARTED

## LOADING

1. Make sure the Nintendo Entertainment System power switch is OFF.
2. Insert the BEETLEJUCE cartridge, then turn ON the power switch
3. The credits screen will be disployed followed by the title screen. Press START to advance to the next screen and begin play.

TO MOVE RIGHT OR LEFT - Press the RIGHT or LEFT ARROWS.

TO ENTER A BUILDING - Press the UP ARROW.
TO LEAVE A BUILDNG - Press the DOWN ARROW.
TO JUMP - Press the A BUTION.

TO STOMP BEETLES - Press the B BUTION.

TO JUMP DOWN - Press the DOWN ARROW and then the A BUITON.
TO PAUSE /VIEW SCARES - Press the START BUITON.
TO RELEASE PAUSE - Press the START BUTION.

## SCARE SELECTION

TO ACCESS SCARES - Press the START BUITON.

TO CYCLE THROUGH SCARES Press the UP or DOWN BUTION.

TO SELECT A SCARE - Press the A or B BUITON.
TO USE A SCARE - Press the B BUTION.

CONTROL PAD / Side View


TO MOVE - press the ARROW KEYS. TO USE A SCARE - Press the B BUTON.
TO PICK UP OR DROP AN ITEM - Press the SELECT BUTION.

TO PAUSE - Press the START BUTION. TO RELEASE PAUSE - Press the START BUTION.
(4) SCENE ON THE SCREENS

The 3 different controller modes I
just told you about relate to the 3
places you can find me, Mr.
Personalify, yours fruly-BEETLEJUICE!
The three types of screens are:
SIDE VIEW SCREEN:



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Nothing in the afterlife is free - you gotto pay for it, (We may be dead, but we're not stupid.) The way you pay for things on this side is by using Help Vouchers.

How does one get Help Vouchers? What I do is stomp and jump on (as well as shoot) the various types of enemies I come ocross.

Works for mel Give it a try.


## SHOPPING AROUND

Now that you know how to get Help Vouchers, let me tell you what you should do with them-besides give them to me. that is.

- First, find a Recently Deceased Information Booth. These are the places where I can go to exchange my Help Vouchers for scares.
- When you do find one, you can enter it by pushing the UP ARROW while you're standing in front of the door. Come on in! Don't be afraid.



## a <br> 

You'll need plenty of scares to keep up with me and make it through this game. Choose carefully though-because there's quite a vaniety of scares.

To select on item, press the LEFT and RIGHT ARROWS. When the triangle is pointing to your selection, press the SELECT BUITON. Then press DOWN to return to the rest of the game.

BIRDMAN = OK, OK...Idon't really fly-but I do jump real high Doesn't that count? It sure helps me when there is something out of eoch. And lalso get a couple of shots.

SKELETON-This is the one I wear when I have a bone to pick with someone. (Get It? Bone to pick? Ha, Ha. I kill myself!!! I fust hope that those insipid bees hove a sense of humor. Maybe l'll pay a visit to their hive and give 'em a little scare.

TWO-HEADED MAN - Man, on man. I love this one!!! When I look in the mirror, I can't believe that there are two heads this good-looking. And that both of them belong to melli I just wish that slimy sandworm on Saturn appreciated my good looks. I'll just hove to show him a thing or two.

OGRE-You think I'm grouchy now, do you? You shouid see me when l've got a CAVERN MONSTER staring me in the face! (I hate it when that happens...)

GHOST-This is my heovy-duty, all purpose special. it really gives new meaning to the word 'BOO'. (Does anyone even use that word any more? ) Whatever... This is a good one. Keep it handy and you've got a ghost of a chance. (Sorry. couldn't help it...)

MEDUSA HEAD-Snakes alivel Use this one to freeze those pesky floating skulls. Think about it: if they"re standing still. they gotta be easier to jump on. Doesn't take a rocket scientist to figure that out.

UMBRELLA HEAD-Looks like rain Speaking of that, it's time to rain on the crazy octupus' parade!

SNAKEMAN-Might just be my best scare. (It's so hard to tell really They're all so good.) But when I've got a bunch of scaring to do. I'll most likely slip into this one.


## LET'S BE ON THE LEVEL

I'll be straight with you: this bioexorcist business takes me to a lot of exciting places. Each one features its own challenges. drawbacks, perks...you know. And I can't say that this house thing is gonna be something I'm gonna talk about for years to come... But hey, it's OK. It's a job. So let's take a look at what we're getting into here:

## LEVEL 1:

THE VILLAGE
First I get the key to the house, see. Then, inside. I turn off the lights and tum on the cloud elevators.

I collect the Handbook for the Recently Deceased; I'll need that later. Then I go from the roof to the last garage. I have to get rid of those blasted beehives

## LEVEL 2:

SIORM DRAINS (SIDE VIEW) Nothing like paddling down river to the storm drains in a dinghy! Sometimes I dock and look for hidden extra lives, then I try and scare the dickens out of the "Crazy Octopus" and "Cavern Monsters". All it takes is the right look!

## LEVEL $3:$

THE MAITLANDS' HOUSE (TOP VIEW)
BASEMENT-I know I left some
scaring potion down here somewhere.
I need that stuff inside because my regular scares are too powerful to use in the house. Now, where's that key to the kitchen?

KITCHEN AND LIVING ROOMS-
More boxes to search through. Some contain unpleasant surpises. Darnl I never know which is which-until it's too late. Gotta scare everything in the room before I leave. And I have to make sure I pick the right door. Or get ready to foce that horible sand worm

ATIC- I made it Good thing I remembered to follow my own clues!

GRAVEYARD (SIDE VIEW)-Now it's back to my roots: the model graveyard. There's something I need at the top of the tower-to draw some conclusions.

LEVEL 4:
THE ATIC (TOP VIEW)
This place is a-maze-ing! Secret passages in hot places... A hidden key. . . A bricked wall. . .No door.

## LEVEL 5:

AFTERUFE WAITING ROOM (SIDE VIEW)
Take a number. The lower the better. Juno's waiting. . .Don't be late!

## PENALTY LEVEL:

Satum!! How did I get here? I hate those sandworms...But more importantly... How do I get back?



At the beginning of each game I get 3 lives. Each time I get hit, rmy name, "BEETLEJUICE", appears on the screen along with the number of times l've been hit within each life. 3 hits and Ilose 1 life.

When I lose all 3 lives, I'll take you to the CONTINUE SCREEN. You'll then have 10 seconds to press START and continue from where I left off. Or press SELECT to toss my head to the character with the "NO" sign, to start over or quit. I'll let you continue 3 times. After that, the show's over and you have to start again.

## EXTRA LIVES-

Extra livesl! Love 'em! Love 'em! pick 'em up whenever I can. And when I've got enough Help
Vouchers, I buy em up. Problem is, I can only hold on to 9 at one timebut that ain't foo bad.

## EXTRA ENERGY-

Ah, beetles... The food of life-or at least of afterlife. To eat them and restore my energy, all I have to do is stomp on them.

## BIO-EXORCIST TIPS

- Open every door you can. Behind it may lie an extra life. valuable potions or the entrance to the afterlife itself.
- Collect as manylives and Help vouchers as you can. They are crucial to being able to rid the house of the Deetzes.
- Whenever the screen scrolls, stcy away from the bottom or you might lose o life!
- In the top view screens, don forget to look under the boxes. There are many bonuses to be found, but there is also the occasional hazard waiting to strike.
- Never forget who the "Ghost with the Most" is. Ha! Hal Hal P.S. Beetlejuice is coming soon for Game Boy.


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